

Edwin Wang

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Education

Computer Science B.S.

Computer Science: Computer Game Design B.S.

Received the Dean's Honors 4 times, achieving a qualifying GPA

University of California, Santa Cruz

9/2018 - 6/2022

GPA: 3.72

Experience

Game Industry Analyst Intern

Intel Corporation 7/2021 - PRESENT

- Database System Developer for features & bugs in web app using C#, JavaScript, & HTML utilized by about 200 users
- Creating quarterly unreleased game sales forecasts based off a mixture of public and internal information which including 200 unique titles
- Training my team in Salesforce and creating training material for users to regularly reference
- Maintaining Salesforce Data, driving best known method (BKM) changes as per business need, and updating 20+ users on BKM changes
- Working with technical, marketing, sales, and developer relations teams to deliver unreleased drivers to 50+ external contacts and build out support processes

Leadership Development Intern

RippleMatch 9/2020 - 1/2021

- Assessed and processed growth and performance metrics to report up management chain
- Designed and used new growth strategies to increase engagement and bring new users onto the platform

Modified Supplemental Instruction Learning Assistant UC Santa Cruz Learning Support Services 3/2020 - 9/2020

- Assisted students with tutoring and designed coding exercises to simplify complicated concepts
- Supported students in learning Python and discrete math

Technical Support Specialist

UC Santa Cruz Residential Network Services 9/2019 - 1/2020

- Provided technical and networking support through an internal UCSC ticketing system
- Performed inventory checks and technician visits across campus to provide on-site technical support and resolution

Other

Club President

Slug Gaming

- Established and implemented overall club agenda while managing a team of 20+ officers 9/2021 - PRESENT
- Identified and contacted new sponsors while maintaining current sponsors including Red Bull, Viper Gaming, etc.
- Adhered to university guidelines and regularly met with faculty working toward establishing eSports as an Athletics and Recreation organization

CruzHacks 2019 Google Honorable Mention for Musical Pool

- Collaborated in a team of 3 on a web application which used lists of Spotify usernames to create playlists matching all musical interests
- Personally developed most of the controller and database manipulation while assisting with front-end development blockers
- Used the Flask web framework, MongoDB, AWS, Microsoft Azure, and two APIs (Spotify and last.fm)

Skills

- Languages: Python, C/C#/C++, Java, JavaScript, MIPS Assembly, RISC-V Assembly, CSS, HTML
- Frameworks: Vue, ASP.NET, Entity Framework Core, Flask, Node.js, web2py, py4web, Phaser
- Other: Salesforce, TensorFlow, Unity, Multithreading, Razor Pages, Git, MongoDB, Unix, Excel, Powerpoint